

AR/VR Proposal

COMP210-ARVR Proposal

1507516

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1 Proposal

The interface will be intergrated into one of the BA games currently in development in unity. In the game you play as a diver that has to use different types of fish to survive and complete tasks.

For the interface I plan to add hand controls to pick up fish within the game, and on your arm there will be status' of the players vitals, such as oxygen, health etc.